





KEEP JUMPIN JOHN

Steer our jaunty driver down the racetrack, bumping off his competitors along the way, But wheel, because once his car goes.



UPRIGHT

JUMP OK

THE CHECKERED FLAGI Jumpin' John gains points for Once he finishes an entire race, he gains big bonus points: the more cars he bumps, the more

YIELD TO DANGEROUS

Along the course, Jumpin' John must be wary of rock and water hazards that appear directly in his path. To avoid a fatal collision, he must jump over each

JUMP SPEED: 100 MPH PLUSI In order to clear each roadway menace, Jumpin' John must acmph. A speedometer notes his speed while a flashing "Jump O.K." message approves each

RETSON ENTERPRISES